Volume 1
Chapter 4

PLEASE!
WHAT?
PLEASE!!
BUT YOU'RE A STRANGER WHO'S NOT RELATED TO PAPAS, AREN'T YOU!?
AT FIRST, I DIDN'T UNDERSTAND WHAT HAD GOTTEN INTO ME MYSELF
IT'S NOT LIKE I'VE EVER BEEN ON VERY CLOSE TERMS WITH HIM. I DON'T OWE HIM ANYTHING EITHER
...
IF I WERE TO IGNORE HIS MESSAGE ON THE PIECE OF PAPER NOW...
IT'S JUST THAT ...

WOULD ANYONE GO OUT OF THEIR WAY TO FULFIL HIS FINAL REQUEST?
OR WOULD IT GET LOST FOREVER IN THE MISTS OF TIME?
INSTEAD, I MADE A CERTAIN PROMISE WITH HIM
HUFF
HUFF
HUFF
IN THE END, I COULDN'T GET THE SOLDIER TO GIVE ME THE PIECE OF PAPER
AND WHILE I'M AT IT, I'LL LOOK FOR HIS SON TOO!!
I'LL LOOK FOR PAPAS' HOME TOWN THEN!
SFX: HUFF

PLEASE ENTRUST THAT PIECE OF PAPER TO ME!!
WHEN I MANAGE TO FIND BOTH...
ALL RIGHT —
.....
WITH THAT, THE SOLDIER FROM REINHART LEFT
ONCE YOU MANAGE TO LOCATE LORD PAPAS' HOME TOWN OR HIS SON, COME VISIT ME IN REINHART
I DON'T KNOW WHAT MAKES YOU GO THIS FAR FOR HIM. BUT I GUESS LORD PAPAS ISN'T AS UNLUCKY A PERSON AS I FIRST THOUGHT

SFX: JUMP
WHA- WHAT IS IT?
DID YOU SEE A GHOST IN THE GRAVE-YARD?
SFX: PANT
OLD MAN!!
SFX: WHAM
??
WHERE IS YOUR TRAVELING EQUIP-MENT?
GIVE IT TO ME!
OLD MAN!
SFX: PANT PANT
GIMME!!

SURE THING!!
SFX: FLABBERGASTED
SFX: GRIN
WHAT MADE YOU HAVE THIS CHANGE OF HEART?
WHAT'S GOTTEN INTO YOU ALL OF A SUDDEN THOUGH?
SFX: CLENCH
IS THAT RIGHT..
IT'S NOTHING SPECIAL, REALLY
SFX: TAP
WHAT-EVER IT MAY BE, IT'S A GOOD THING TO HAVE A "GOAL"
I JUST FOUND SOMETHING I WANTED TO GIVE A SHOT AT, IS ALL!!
GIVE IT YOUR BEST SHOT, YOUNG'UN

YOUNG 'UN...
YOUNG 'UN... I FEEL LIKE IT'S BEEN AGES SINCE I'VE BEEN CALLED ONE LAST—
SFX: ROAARRR

HOWEVER, FOR SOMEONE LIKE ME WHO'S NEVER SET FOOT OUTSIDE OF SANTA ROSA.
SFX: WHITE
SFX: ROLL ROLL
SUDDENLY SETTING OUT INTO THE WORLD ON A BIG ADVENTURE LIKE THAT WOULD BE SUICIDAL
AHHH!!
SFX: THUD
SFX: GRIP
I TRIED ON THE WHOLE SET THAT NIGHT
MY CURRENT GEAR:
E COPPER SWORD (OR BAMBOO SPEAR)
E SCALE SHIELD (USED)
E LEATHER HAT (USED)
E LEATHER DRESS (USED)
MY LEGS FREEZE A BIT
SFX: PANT PANT PANT
DAMN THAT WAS CLOSE
THE PLAN IS TO GAIN EXPERIENCE POINTS AND MAYBE LEVEL UP A LITTLE
SO I'VE DECIDED TO TAKE UP THE OLD MAN'S ADVICE AND EXPLORE THE DEPTHS OF THE CAVE FIRST
LOOKING DOWN THE STAIRWAY, I REALIZED THE CAVE IS A LOT BIGGER THAN IT SEEMED AT FIRST GLANCE. IT MIGHT TAKE QUITE SOME TIME TO REACH ITS FAR END

EVEN SO, THE MONSTERS INSIDE AREN'T PARTICULARLY STRONG AND I CAN ADVANCE AT A STEADY PACE WITHOUT ANY PROBLEMS
BESIDES, I'VE BUILT UP SOME STAMINA BY SWIMMING ACTUALLY, I WOULDN'T MIND RUNNING INTO SOME STRONGER MONSTERS
HEH
WHOAH THERE'S SOME KIND OF HUGE TURTLE BEHIND ME!!!!!!
HM...?

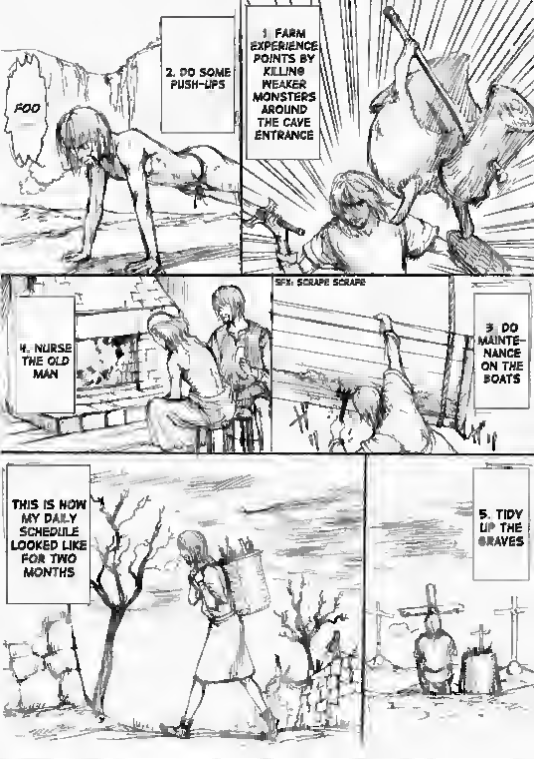
OHH HHHH HHHH HHH
SFX: CRACK
...
THE TURTLE IS FRIGGING STRONGw
MORE THAN THAT, ITS SKIN IS WAY TOO TOUGHw SPLIT MY BAMBOO SPEAR IN HALFww
SFX: CHING
IN SHORT, I DIED THERE WAS A METAL SLIME RIGHT NEXT TO ME, BUT I DIDN'T NOTICE IT UNTIL IT WAS TOO LATE
BY THE WAY, I NEVER KNEW YOU LOSE HALF YOUR GOLD WHEN YOU DIE SINCE I NEVER HAD ANY GOLD TO LOSE TO BEGIN WITH

I SUPPOSE IT WASN'T THE BRIGHTEST IDEA TO ENTER THE CAVE WITH ONLY A CHEAP BAMBOO SPEAR EQUIPPED
SFX: TOSS
I LET MY GUARD DOWN BECAUSE THE MONSTERS NEAR THE ENTRANCE OF THE CAVE WERE WEAK
.....IT'D BE A LIE IF I SAID I DIDN'T
SFX: HUH-CHAK
SO I WENT BACK TO THE OLD MAN TO ASK HIM IF HE DOESN'T HAVE SOMETHING THAT COULD HELP ME OUT
BEEN USING IT AS A LAUNDRY POLE
SFX: SLIDE
?
OOF
SFX: SWISH
HOW DO YOU LIKE THIS IRON STAFF?

WHAT'S WITH THAT FACE?
SHOULD HAVE SHOWN IT TO ME EARLIER, DAMN BEEZERw
SFX: THUD
WELL, TRY HOLDING IT AND YOU'LL GET IT
I CAN IMAGINE WHAT YOU MUST BE THINKING, BUT..
SFX: WOBBLE
!!?
GET WHAT?
YOU'RE NOT STRONG ENOUGH TO WIELD IT YET
WHOAwwww IT'S SO HEAVYwwww

I STARTED DOING PUSH-UPS THAT DAY
FORGET SWINGING IT AROUND, IT WAS HARD ENOUGH FOR ME TO HOLD IT UP IN THE AIR
AVAPH
AVAPH
SFX: THUD
SFX: SHAKE SHAKE SHAKE
YOU CAN'T EXPECT SOMEONE WHO'S NEVER LIFTED ANYTHING HEAVIER THAN FIREWOOD TO SWING AROUND A POLE MADE OF SOLID IRON
GAH
UGH
KUH
SFX: SHAKE SHAKE SHAKE
AT FIRST, I COULD ONLY DO ABOUT 15 PUSH-UPS BEFORE MY ARMS GAVE OUT
9... 10...!!
EL
EL
.7
8!
9, OKAY, THAT DIDN'T COUNT
1
2
3
4
5
6

AFTER TRAINING FOR ABOUT TWO WEEKS, I COULD FINALLY DO ABOUT 30 PUSH-UPS IN A ROW
TWENTY NINE!
THIRTY!!
SFX: EHHALE...
OH BOY ...
EVEN THE OLD MAN COULDN'T HIDE HIS SNICKER
HUFF...
HUFF...
ACHOO
AH
SFX: WHIMP
WINTER WAS RIGHT AROUND THE CORNER TOO
GAHH HHHHH HHHHH HHHH
UGH...
BUT IN ORDER TO ABLE TO SWING IT AROUND FREELY, I HAD TO CONTINUE TRAINING FOR A LOT LONGER


FOO
2. DO SOME PUSH-UPS
1. FARM EXPERIENCE POINTS BY KILLING WEAKER MONSTERS AROUND THE CAVE ENTRANCE
SFX: SCRAPE SCRAPE
4. NURSE THE OLD MAN
3. DO MAINTENANCE ON THE BOATS
THIS IS HOW MY DAILY SCHEDULE LOOKED LIKE FOR TWO MONTHS
5. TIDY UP THE GRAVES

AND SO I HEADED TO THE FAR END OF THE CAVE AGAIN
AFTER ABOUT TWO MONTHS OF PUSH-UP TRAINING, I'D FINALLY BUILT UP ENOUGH ARM STRENGTH TO WIELD THE IRON STAFF
SFX: CREAK CREAK
NATURALLY, MY GOAL WAS TO GET BACK AT THAT DUMB TURTLE FOR LAST TIME
ALL RIGHT, SHOW YOURSELF!!
COME ON, QUIT HIDING!!

ISN'T 3 VS. 1 KINDA UNFAIR? WWW
WHOAw
I CAN HANDLE THIS
HEH
BUT IT'S OKAY
ALL I GOTTA DO IS FOLLOW THE PLAN I PREPARED BEFORE-HAND
SFX: DASH
!!

GROWL
SFX: STAB
SFX: SLIDE SLIDE SLIDE
2. IMMEDIATELY RETREAT ABOUT 10 METRES
1. LAND A BLOW ON ONE OF THE TURTLES
SINCE THEY'RE SLOW, THEY'LL NEED SOME TIME TO SET TO YOU
SFX: THUD THUD
GRR RRR RRR
3. AS SOON AS ONE OF THE TURTLES ENTERS YOUR REACH, GO IN FOR ANOTHER BLOW!!
SFX: SLASH
HAAH!!

4. RETREAT AGAIN AND GO BACK TO STEP 2
SFX: DASH
SFX: SWISH
URYA!!
SFX: SLASH
YAH!!
SFX: STAB
HAH!!
IT TOOK SOME TIME, BUT I WAS SOMEHOW ABLE TO BEAT THE THREE TURTLES
FIFTEEN MINUTES LATER
HUFF
HUFF
DAMN, I'M STRONG AS HELL WWWWW
OH YES

TIME TO HEAD TO THE FAR END OF THE CAVE!!
OKAY THEN...
GRR RRRR RRR
JUST WHEN I WAS THINKING I DON'T HAVE ANYTHING TO BE SCARED OF ANYMORE...
ANOTHER TURTLE AND SOME WEIRD BEAR (?) APPEARED BEFORE ME
.....?

IT'S GOT THE BODY OF A BEAR, BUT THE HEAD OF AN OWL. WHAT KIND OF CHIMERA IS THAT ANYWAY?
EWW, CREEP-
WHAT'S WEIRD ABOUT THE BEAR IS MAINLY ITS HEAD. IT LOOKS JUST PLAIN CREEPY
SFX: WHOOSH
WOW!
RIP
SFX: SLIDE
DESPITE ITS FANCY NAME, IT'S JUST A NORMAL HIT & AWAY TACTIC THOUGH
GHEH I'LL JUST HAVE TO USE MY "TORNEKO'S GREAT ADVENTURE" TACTIC ON YOU TOO!!
!!?
BEFORE I COULD EVEN CALL IT CREEPY
DAMN!

SFX KER-BONK
BUT IT DIDN'T WORK ON IT AT ALL
SFX SPLASH
TO SUM IT UP, I GOT AMBUSHED BY A NEW MONSTER AND DIED AGAIN
.. IT WAS OVER IN ONE HIT
SFX TOSS

Appendix:

SNES fan translation (DS localization)

Characters in chapter 4:

Baki

Papas (Pankraz)

Purple (The Hera)

Boat man

Soldier

Mansters in chapter 4:

Whackamole (Hammerhood)

Slime

Tortrogon (Wyrtle)

Owlbear

Metal Slime

Lacatians in chapter 4:

- Santa Rasa (Whealbrook)
- Reinhart (Caburg)